

FIGURE 1

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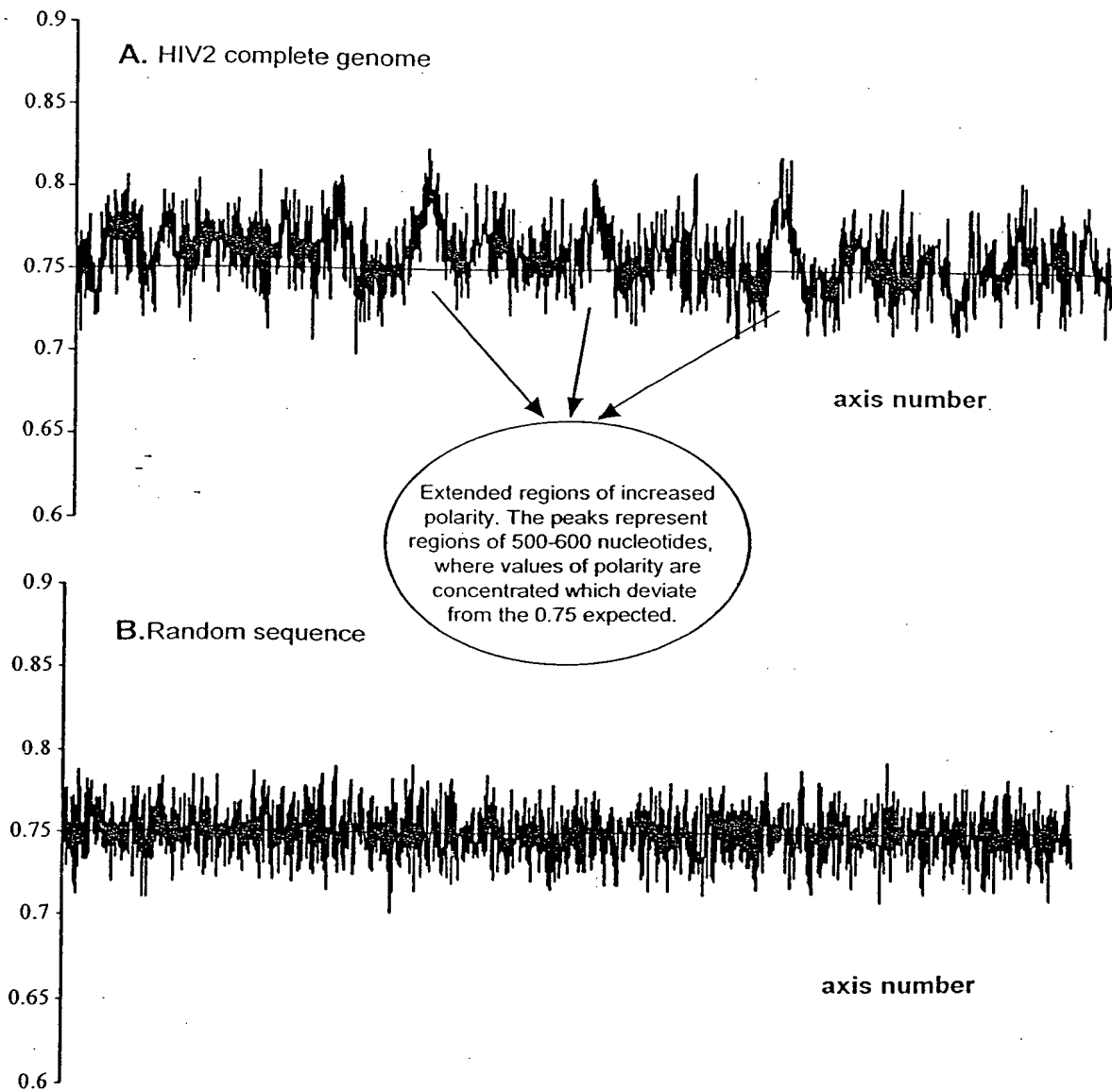
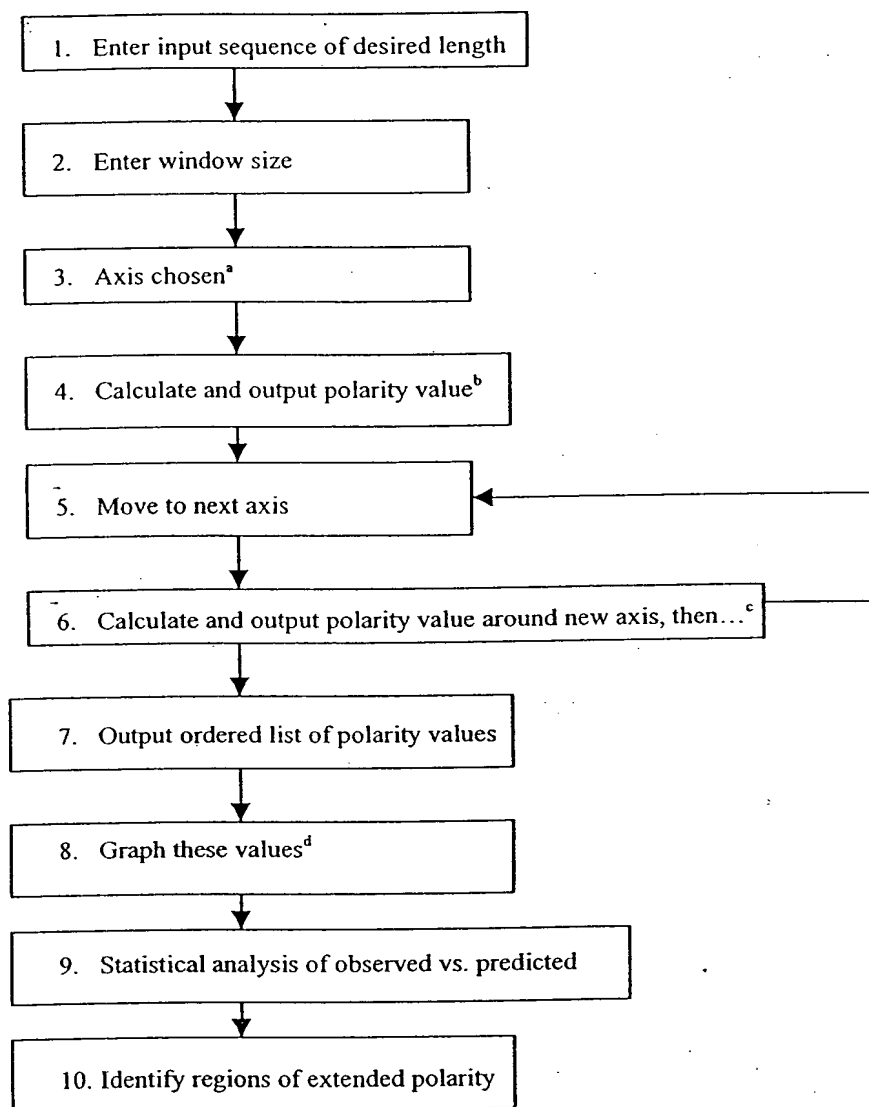


FIGURE 2



^a Starting at position = $(2 * \text{window of symmetry})$

^b $[1 - (S/W)]$

^c Up to and including axis position = $[2 * \text{length} - (2 * \text{window size})]$

^d Can use a moving average of values (with number of values averaged and increment of moving being variable) to smooth curve

FIGURE 3

The algorithm was implemented in PERL programming language.
 PERL variable-names and function-names are in boldface.

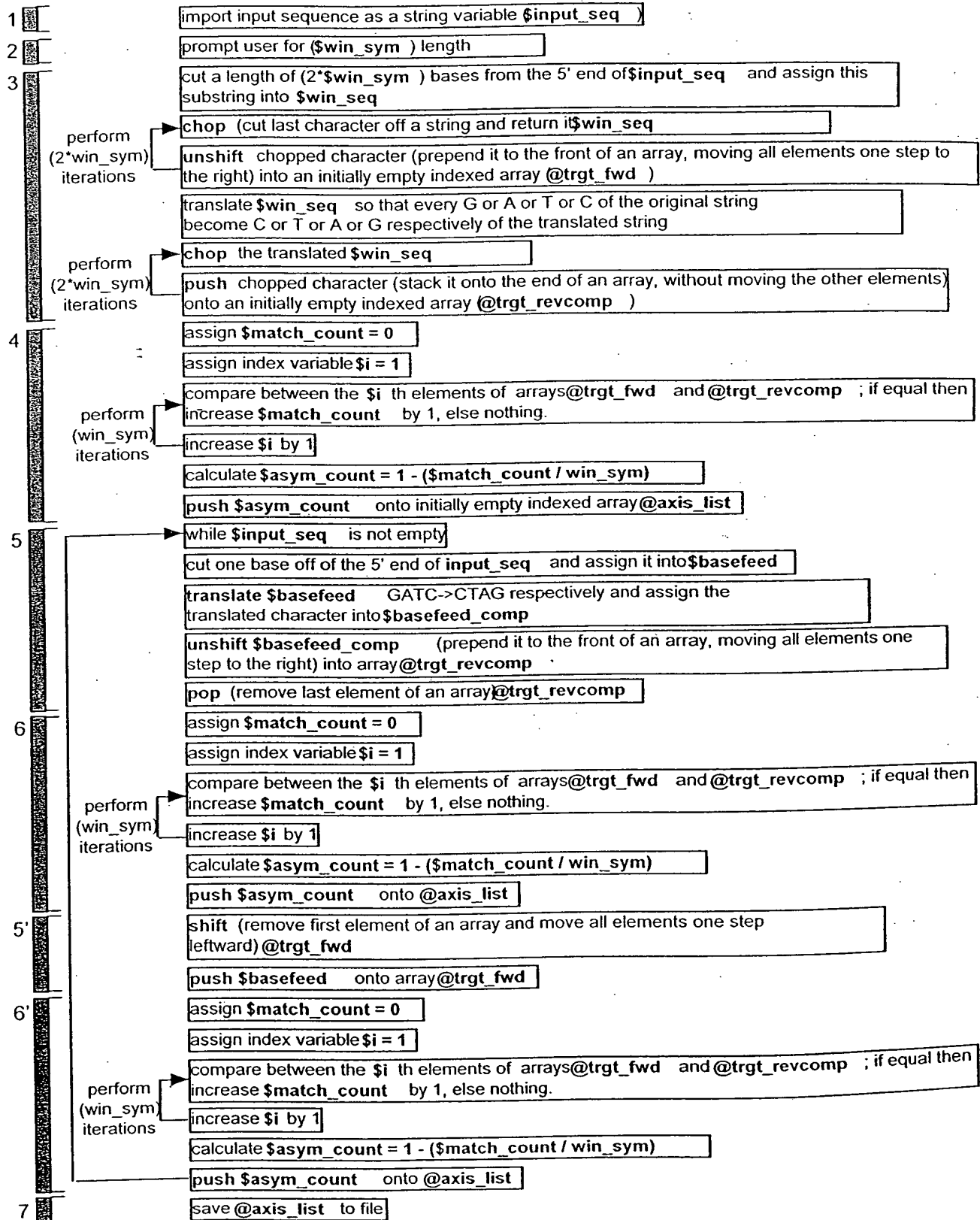
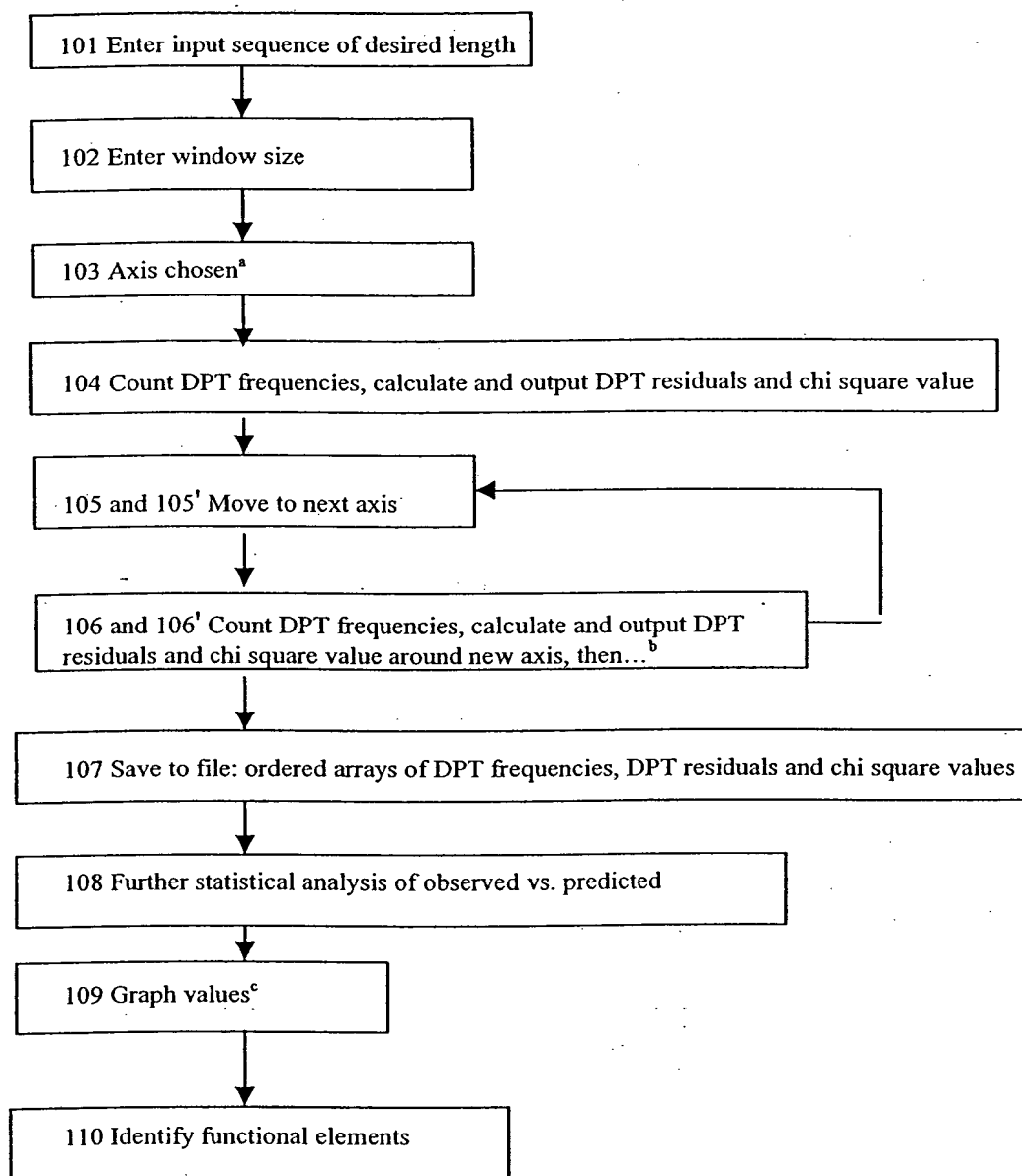


FIGURE 4



^a Starting at axis position = $(2 * \text{window size})$

^b Up to and including axis position = $[2 * \text{length} - (2 * \text{window size})]$

^c Values include DPT frequencies, statistical measures including residuals and χ^2

FIGURE 6

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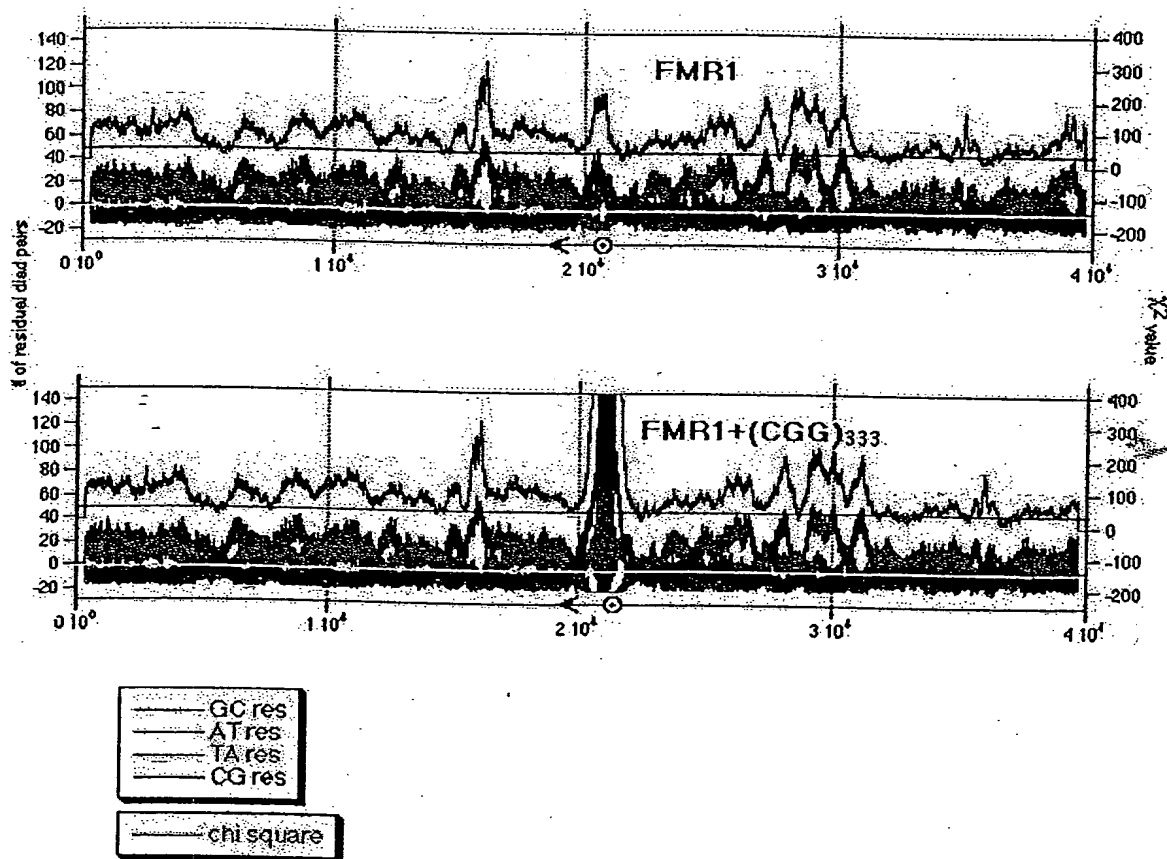


FIGURE 9

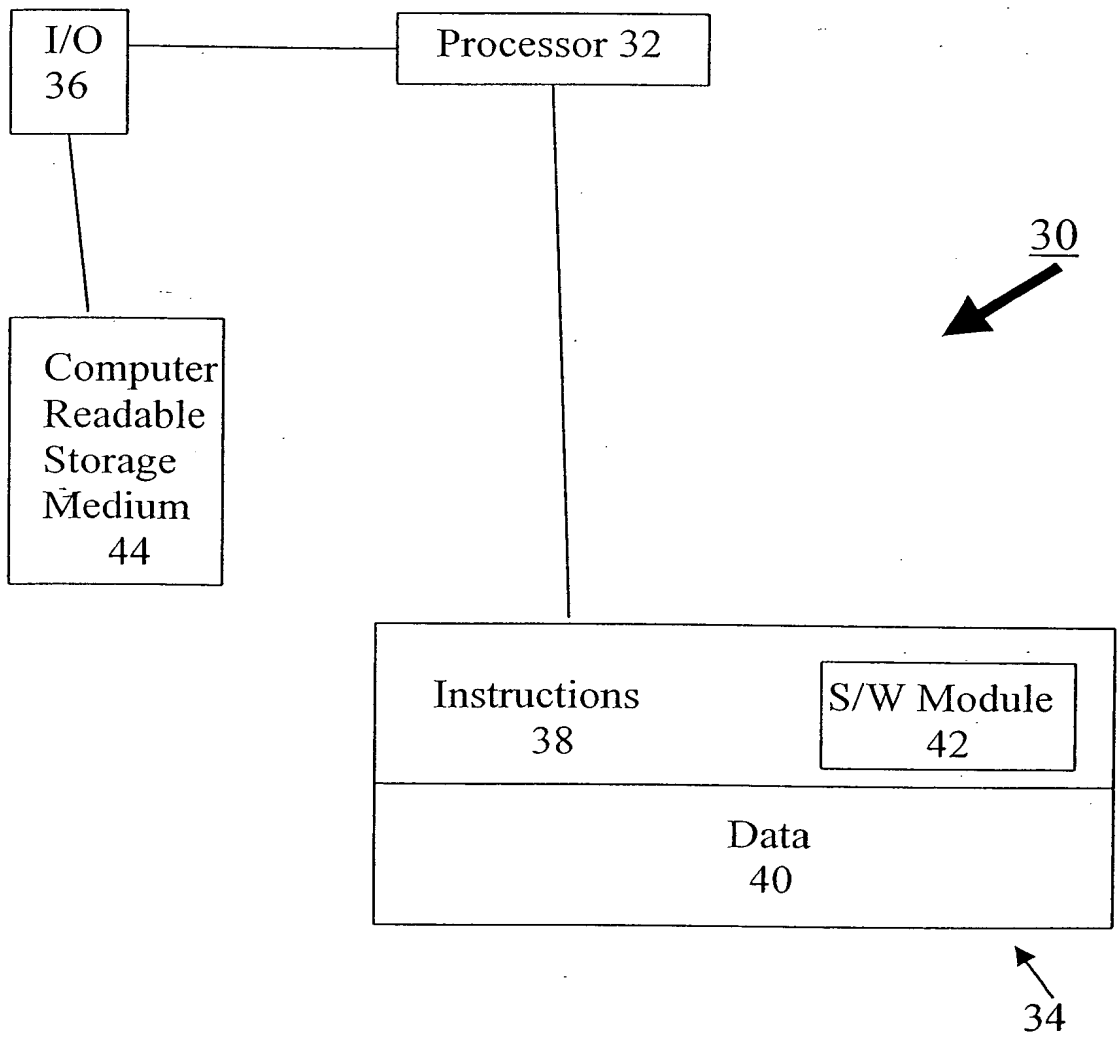


FIGURE 10